

Introduction

- There will be instructional periods to introduce you to the functions of ArcGIS
- Followed by hands-on activities to reinforce concepts
- There will also be Q&A sessions at the end of each session but feel free to ask questions at anytime

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Introductions

Teachers

- Trent Hare, Corey Fortezzo, and Jim Skinner
- Students...

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Introduction

- Day 1 will include an introduction to GIS, the ArcGIS interface, and the basics of adding and editing data.
- Day 2 will include more advanced topics, e.g., projections, image registration, spatial analysis and geostatistics

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Agenda – Day 1

- Class Introduction
- GIS Introduction and Resources
- Just get me started (mapping)
- Editing, Snapping, Streaming
- Lunch
- Domains, More Editing
- Building Polygons
- Editing Polygons
- Introduction to Symbols



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Agenda – Day 2

- Query and Spatial Analysis
 - Crater/Feature Tools
 - Freie Universität Berlin (Kneissl) /USGS (Nava)
 - Crater density walk-through
- Bringing in Data and Setting Projections
 - Rasters
 - Shapefiles (interpolation)
 - ASCII Files (feature lists, gridded rasters)
 - 3D Viewers
- Lunch
- Creating Figures (Layouts)
- GIS Helper Tools
 - Hawth's, Geodesic, USGS Image Tools
- ArcMap 10 – what to expect



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Some important notes

- USGS Astrogeology primarily uses only one "brand" of GIS (ESRI's ArcMap, levels)
- Other brands exist, both free and commercial
- "Free"
 - Jmars (jmars.asu.edu, Mars, Moon, Earth)
 - Quantum GIS (qgis.org/)
 - UDIG (udig.refractory.net/confluence/display/UDIG/Home)
 - Open EV (openev.sourceforge.net/)
 - JUMP (jump-project.org/)
 - GRASS (grass.itc.it/)
- Commercial
 - TNTmips (www.microimages.com/)
 - ER Mapper (www.ermapper.com)
 - PCI GeoMatica (www.pcigeomatics.com)
 - Global Mapper (www.globalmapper.com)
 - Intergraph (www.intergraph.com)

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Some important notes (cont'd)

- Though this presentation is geared toward geologic mappers, the information is relevant to all GIS users
- Screen-shots are likely to differ from individual views
- GIS skills are developed through software interaction ... be patient and try new things!



← Tip icon will point out helpful hints throughout the presentation

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GIS Support

- ESRI online portal to technical information
 - <http://support.esri.com>
- ESRI ArcScripts
 - <http://arcscripts.esri.com/>
- ESRI Educational Services
 - Instructor-led training
 - Virtual Campus courses
 - Web workshops
- Books

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GIS Support Nodes

- Planet-specific information (e.g., data, discussion, tutorials)
 - <http://webgis.wr.usgs.gov/>
- USGS discussion board (login required)
 - <http://isis.astrogeology.usgs.gov/> ... navigate to "Support" → "Planetary GIS Discussions"



"Plugging keywords into a internet search engine is a great way to search for GIS-related assistance"

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Arc Environment "Just get me started..."

- Introduce ArcMap & ArcCatalog interfaces
- Create a FILE Geodatabase (GDB)
- Add attributes (domains)
- Build a feature dataset and add three features (contacts, structures, units)
- Import map bases (raster data)
- Edit the features by adding lines and points (vector data)

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GIS - "The horror...the horror...."

- Organization!!
- Multi-layer display
- Digitize and edit on-the-fly
- "Easily" generate layouts/figures (Adobe Illustrator compatible)
- Raster and vector analysis
 - Crater counts
 - Spectral statistics for mapped units
 - Endless possibilities
- Editing
 - Set rules for validating data
 - Easily edit/modify existing linework

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ArcCatalog – your friend

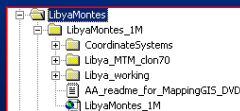
- Separate entity from ArcMap
- Interface is similar to Windows Explorer
 - Create new file
 - Add/Delete folders or files (if unlocked)
 - Good operating environment for ArcToolbox

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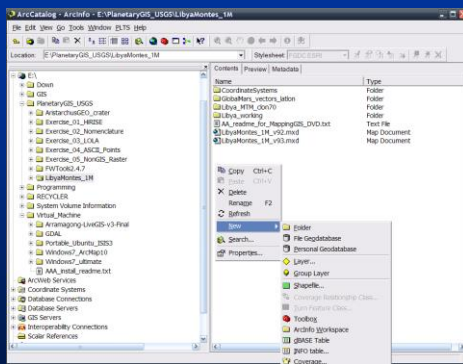
Libya Montes example

- Six quadrangles
- Mars Transverse Mercator



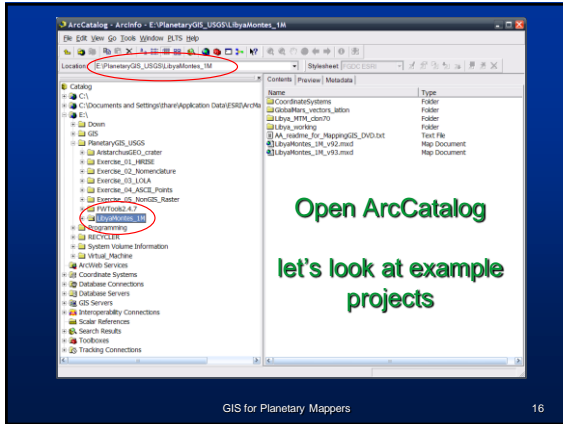
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"Geodatabase" ?

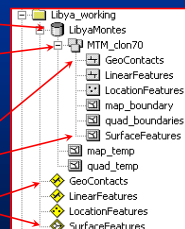
- ESRI FILE Geodatabase
- Contains diverse spatial information
 - Vector, raster, tables
 - Topology, toolboxes, domains
- Easily transferable to colleagues
- Easily organized and managed
- Stable

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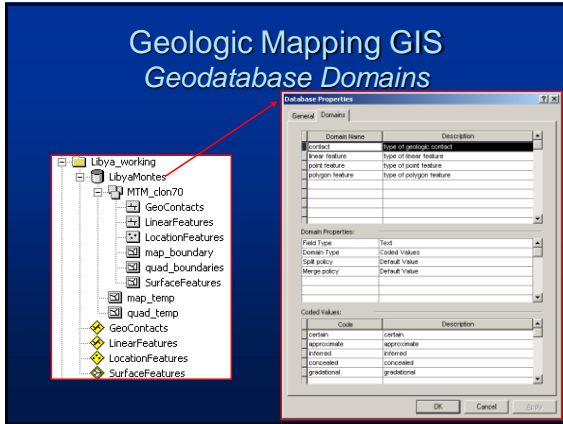
Geologic Mapping GIS Geodatabase Design

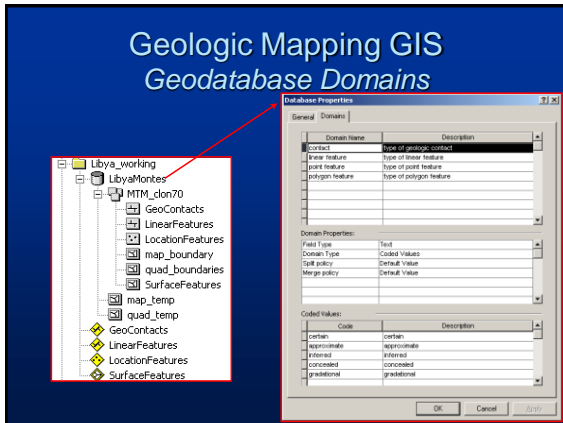
- GDB contains feature attributes as domains
- Feature dataset houses map projection
- Vector layers are pre-built and can be adapted and copied, as needed
- Layer files contain attribute symbols

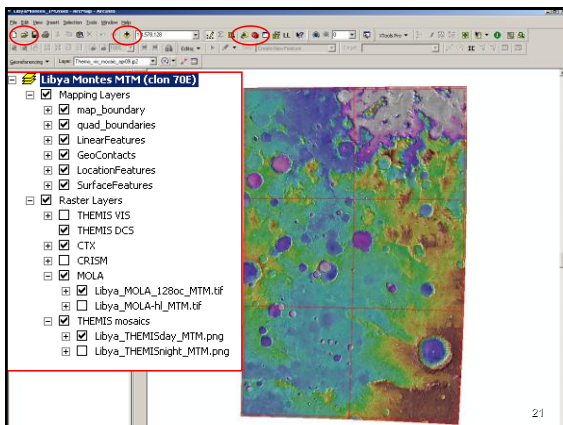


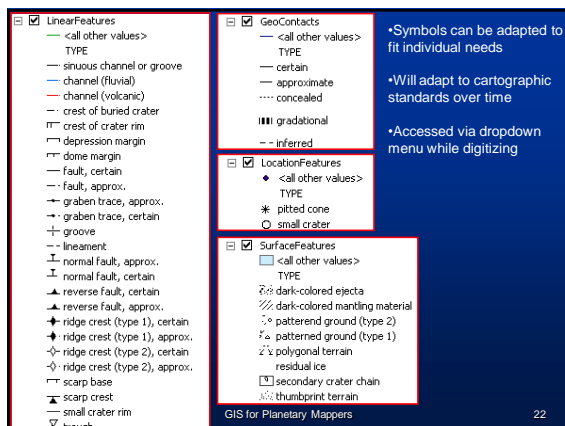
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Just Get Me Started

A Quick and Dirty Guide to Mapping in ArcGIS

- Introduce ArcMap & ArcCatalog interfaces
- Create a geodatabase (GDB)
- Add attributes
- Build a feature dataset and add three features (contacts, structures, units)
- Add raster data
- Edit features by adding lines and point

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Keys for Success

- Keep project data organized!
- Periodically delete temporary files to avoid clutter
- Use succinct but conspicuous names for folders and files
 - /UtopiaMapProj/June08Lines/geo_contacts_june08.shp
- Use dual display, if possible (2 screens)
 - Assists with toggle between programs
 - Great for viewing hotlinked images
- Keep vector data clean
 - Snap linework!!! – Avoids excessive cleaning at project end
 - Experiment with which tolerances work best for your digitizing scale
- Keep detailed notes on GIS settings, methods, and approaches
- Use point files to hold temporary/evolving geologic units

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Geodatabase – Domains Info Tab



"There is a difference between an attribute domain (described above) and a spatial domain (described later). Use the Arc Help search to see if you can distinguish this important difference"

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Attribute Domains

- Property of geodatabase
- Offer way to define a range of values that can be used for multiple attribute fields
- Ensure data integrity by limiting the choice of values for a particular field
- User restricted to choices available from dropdown list
- Useful for features "known" to exist in a particular map region
 - Contact attributes (certain, approximate, concealed)
 - Structure and feature attributes (ridge, trough, crater rim, flow direction)
- Can be used for geologic unit attributes, but requires iteration

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Database Properties

General Domains

Domain Name	Description
ContactType	Type of geologic contact
StructureType	Type of geologic structure
UnitName	Temporary name of geologic units

Domain Properties

Field Type: Text

Domain Type: Coded Values

Split policy: Default Value

Merge policy: Default Value

Coded Values

Code	Description
Approximate	Approximate geologic contact
Inferred	Inferred geologic contact
Unlabeled	Unlabeled geologic contact

OK Cancel Apply

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Database Properties

General Domains

Domain Name	Description
ContactType	Type of geologic contact
StructureType	Type of geologic structure
UnitName	Temporary name of geologic units

Domain Properties

Field Type: Text

Domain Type: Coded Values

Split policy: Default Value

Merge policy: Default Value

Coded Values

Code	Description
Fault, normal	Fault with apparent normal offset
Fault, undrift	Fault with indeterminate offset
Line	Topographic line, basin-pool shoreline
Transition	Transition rim of crater or impact melt

OK Cancel Apply

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Database Properties

General Domains

Domain Name	Description
ContactType	Type of geologic contact
StructureType	Type of geologic structure
UnitName	Temporary name of geologic units

Domain Properties

Field Type: Text

Domain Type: Coded Values

Split policy: Default Value

Merge policy: Default Value

Coded Values

Code	Description
Planis materials	Planis materials
Port materials	Port materials
Flow materials	Flow materials

OK Cancel Apply

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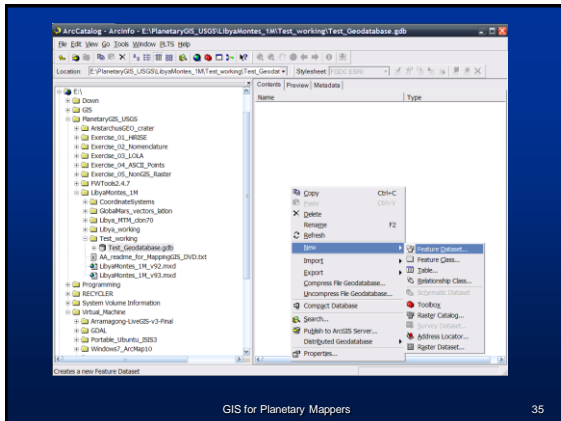
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Generate Feature Dataset

- Geodatabase set
- Domains set
 - Contacts
 - Structure
 - Temporary unit names
- Next...Create a group of affiliated spatial information...a dataset of features (polygons, lines, points)

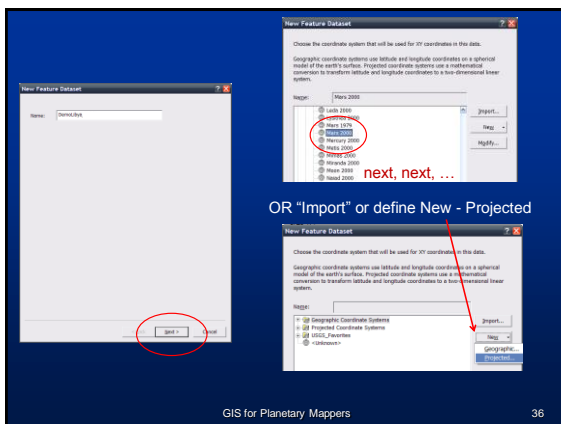
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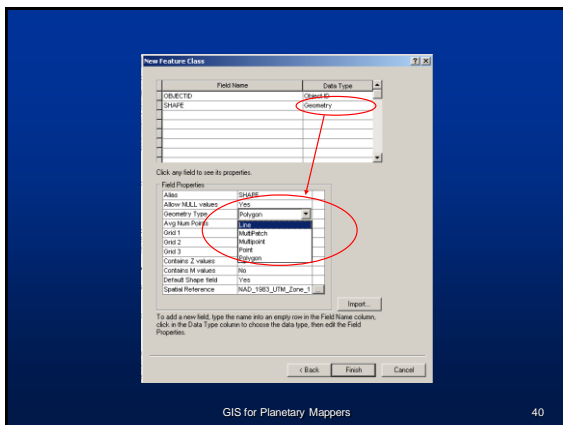
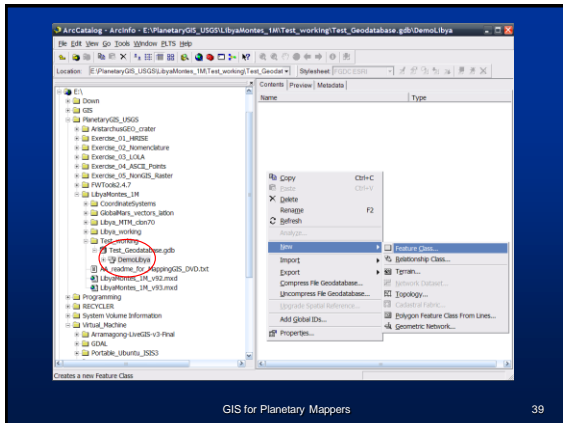
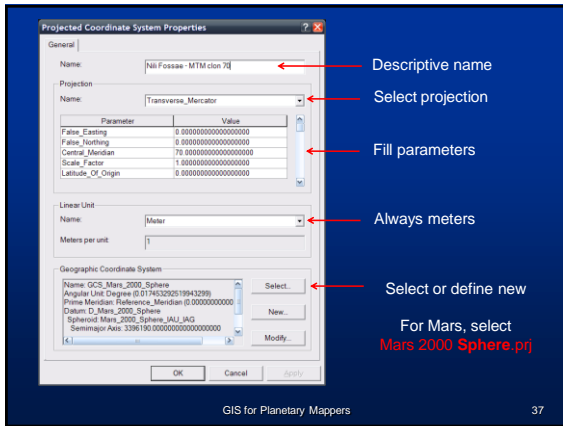
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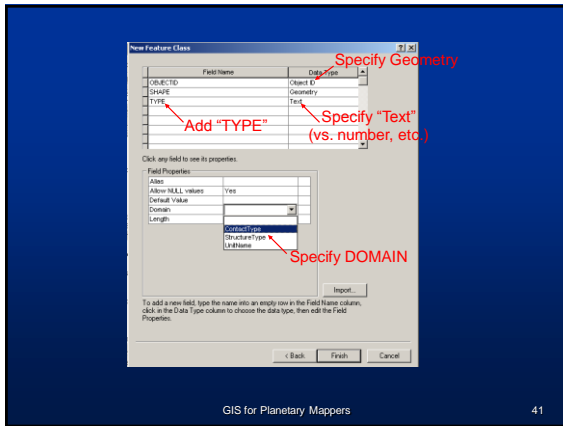
35

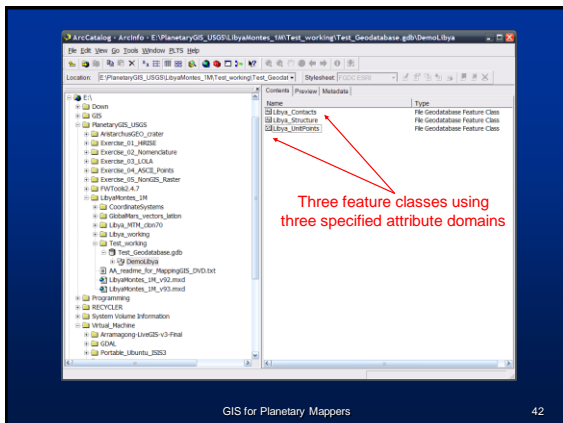


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Predefined Geodatabases

- USGS creates geodatabase for mappers
- Working with other to standardize

Planetary Mapping The Datamodel's Perspective and GIS Framework, S. van Gasselt, A. Nass

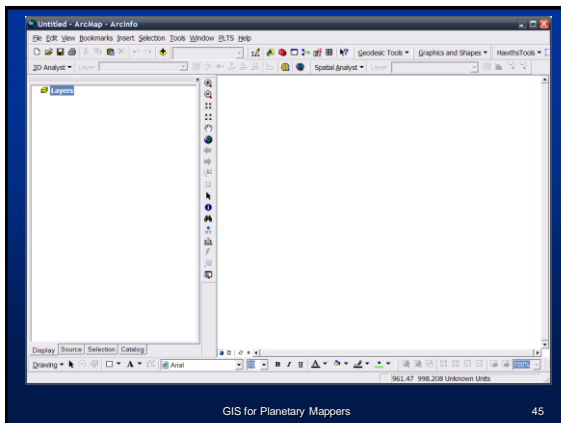
Planetary and Space Science (in review) Special Issue: Geological Mapping of Mars

Open existing ArcMap project

- Good to have multiple projects (~backups)
- Easily transferable to colleagues with GDB
- Organizational preferences abound
- Start ArcMap → Select:
 - New empty map
 - A template
 - An existing map

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Hands-on (ArcMap/ArcCatalog)

- Goals (using pre-loaded GIS)
 - Add and move data
 - View properties
 - Attributes
 - Domains
 - Raster/vector
 - Menus

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[illegible][illegible]


Vector Creation, Editing, and Symbols

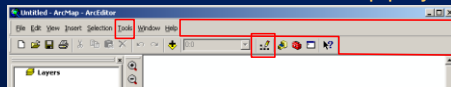
- Introduce Editor toolbar
- Briefly introduce the Advanced Editor toolbar
- Add feature classes (point and lines)
- Create point and line data
- Add attributes (from domains) to features
- Prepare lines before making polygons
- Build polygons from lines
- Use symbols to represent attributes

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The Editor Toolbar

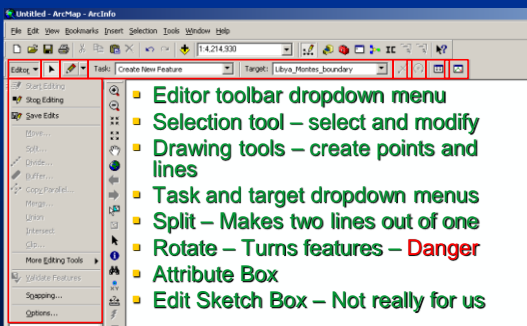
- Ensure that ArcEditor is functional: 
 - Right-click empty ToolBar and select “Editor”
- <or>**
- Tools → Customize → Editor (check)
- Tools → Editor Toolbar (v. 9.3)
- Dock ArcEditor ToolBar onto ArcMap project



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The Editor Toolbar



The Advanced Editing Toolbar

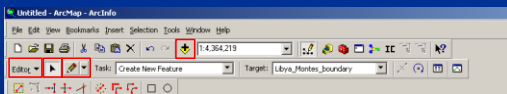


- Copy Features Tool – Self explanatory
- Fillet Tool – Not really used for our purposes
- Extend Feature – extends lines to touch nearest line
- Trim Feature – Trims overshoots back to an intersection
- Line Intersect – Places a node where 2 lines intersect
- Explode Feature – breaks apart multi-part features
- Generalize – reduces the # of vertices in a line
- Smooth – creates a best fit curve to the vertices
- Rectangle and Circle tools

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Creating and Editing Data

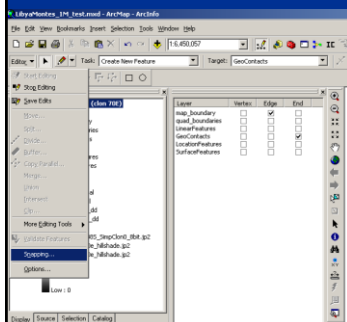


- Click the add data button
 - Navigate to the location of the data you want to edit
- Click on the editor dropdown menu and select "Start Editing"
 - If you have multiple layers from multiple locations, select correct layer
- To create a new feature, select the pencil tool and begin drawing
- To edit existing features, use the selection tool to select feature, and the dropdown and other edit commands to alter the feature

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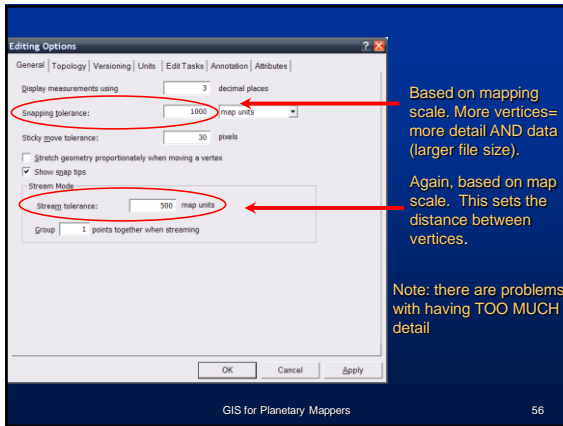
54

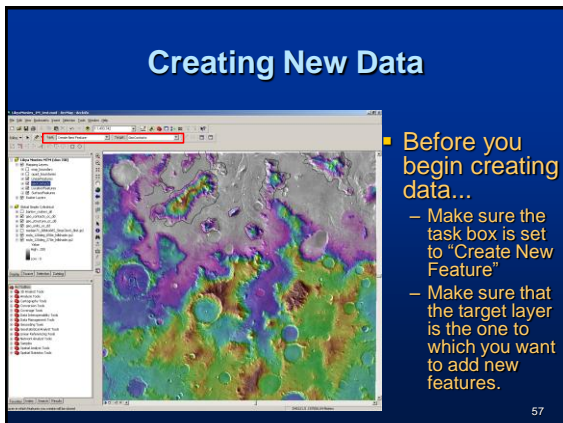
Creating and Editing Data

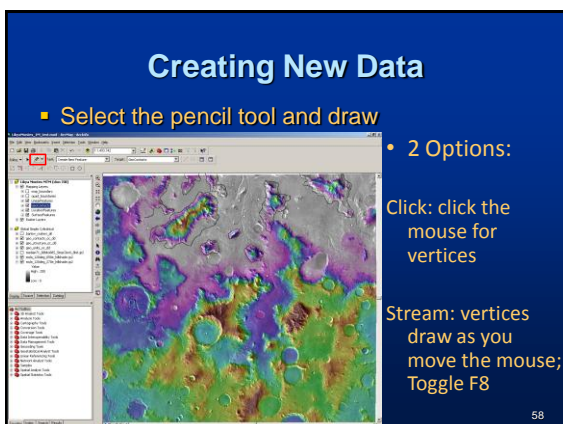


- Before you begin...
 - Set up snapping controls and tolerances

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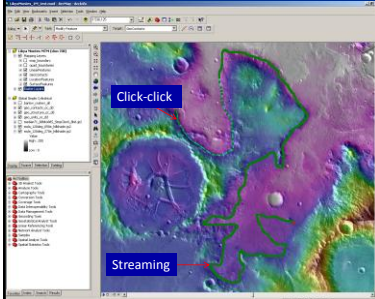






Creating New Data

- Select the pencil tool and draw



Click-click:

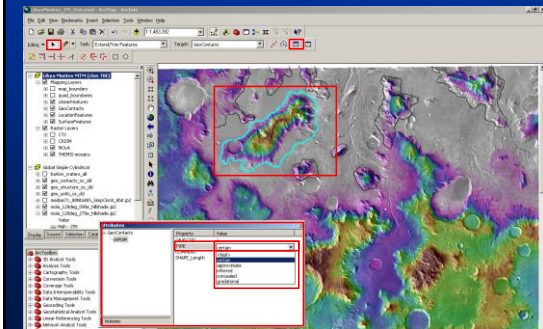
Pros: good for small areas, higher detail
Cons: Slow, harder to define curves and corners

Stream:

Pros: Excellent for smaller-scale maps, adjustable tolerance, SPEEDY
Cons: Panning while drawing, too much detail

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Attributing Data Using Domain



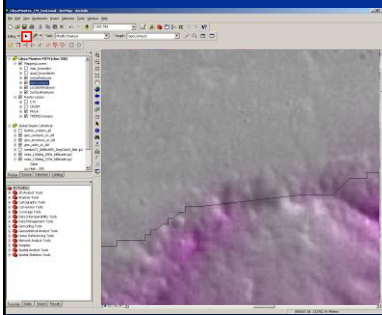
Editing Lines for Polygons

- Lines must define a discrete, enclosed area to generate a polygon
- It may be necessary for you to manually edit the linework
 - Snapping
 - Reshaping
 - Smoothing
- Check your snapping environment and tolerances before editing

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Editing Lines for Polygons



Using the selection tool, double-click on the feature to modify so the vertices are displayed.

Position the cursor over the vertex to move, click and drag the vertex to the new location. Let go of the mouse button

If end, edge, or vertex snapping is turned on, the cursor will be dragged to a snapping location once it is within the specified tolerance.

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Digitize, digitize, digitize...

- Tricks:
 - Editor → Snapping
 - Will allow linework to snap to ends or vertices
 - Hit F8 for streaming...hit F8 again for single click
 - F2 Finishes a sketch
 - You can pan while digitizing (not streaming)
 - Attribute while you digitize
 - Use domains
 - Use hand-entered

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Summary

- ArcCatalog utility vs. ArcMap utility
- Opening a new ArcMap project
- Building a new geodatabase
- Creating feature datasets and feature classes
- Adding Domains for attribution

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Summary, cont'd

- Adding and starting ArcEditor
- Set snapping environment
- Digitizing – click-click and streaming (F8)
- Attributing digitized information using domains
- Attributing digitized information using hand-entered data

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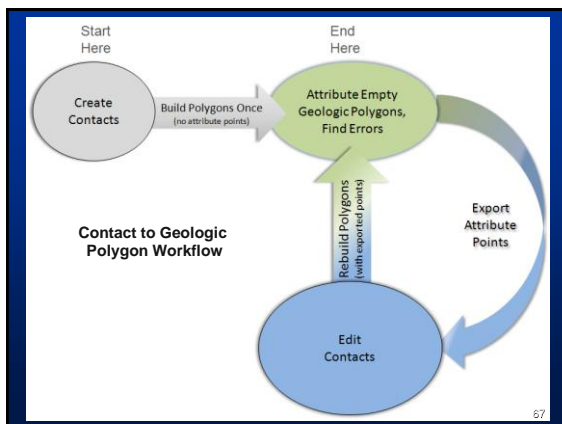
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Hands-On (Editing Lines)

- Goals
 - Open Libya project
 - Set snapping
 - Zoom in and digitize
 - Save
- NEXT → Polygons

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Polygon Creation

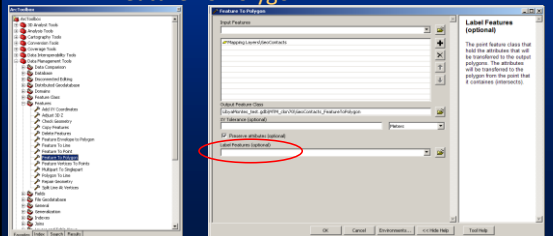
- Contacts to units
 - Stop editing
 - Arc/Info license: Build polygons from ArcToolbox
 - ArcView license: free 3rd party software to build
 - Tools for Graphics and Shapes
 - http://www.jennessent.com/arcgis/arcgis_extensions.htm

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Generating Polygons

- ArcToolbox Method
 - Under Data Management Tools → Features → Feature To Polygon



Generating Polygons

- We do not advocate drawing polygons from the beginning because:
 - Polygons are difficult to edit (slivers, gaps, nested polygons, etc.)
 - Lines generated from polygons will have to be edited (split, merged, attributed, etc.)
 - It is easier and faster to draw, edit and attribute lines using ArcMap

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Generating Polygons

- Recognize that building polygons from the contacts is an iterative process. You would be extremely lucky (or the pope of GIS-town) to only have to do this once.
- If you have attributed a lot of your polygons and have to change a contact or fix a problem, you have not wasted your time. You can export and store the attributes as a point file. That point file can and will be used the next time you build polygons.

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More on Polygon Creation

- Multiple methods
 - Draw contacts and convert to unit polygons
 - Draw unit polygons and extract contacts

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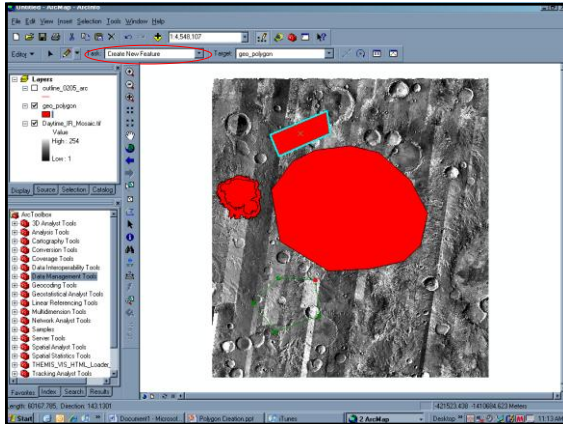
72

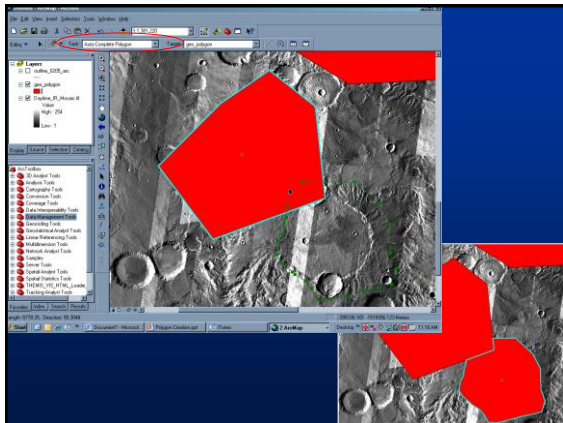
Polygon Creation

- Drawing Polygons
 - Start by using Create New Feature
 - *****New polygons cannot overlap, overlay, abut or touch another polygon in the same layer in anyway*****
 - Autocomplete
 - Use when adding adjacent or internal polygons
 - Start inside an existing polygon
 - Draw the polygon around the feature of interest
 - End the polygon inside an existing polygon
- Demonstration

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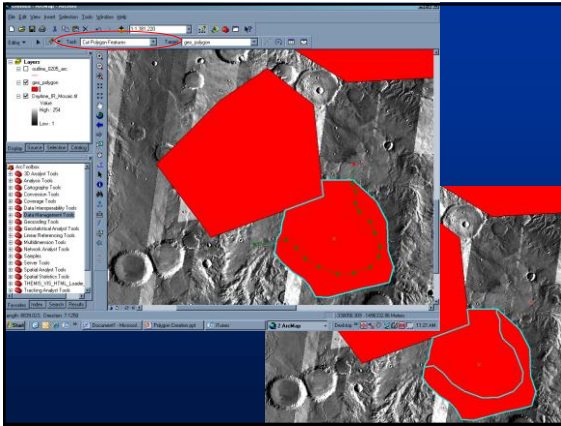


Polygon Editing

- Editing existing polygons
 - Cut Polygons
 - Select the polygon to edit
 - Start line outside of selected polygon
 - Draw the line along contact
 - End outside of selected polygon
 - See also Advanced Topology Editing
- Demonstration

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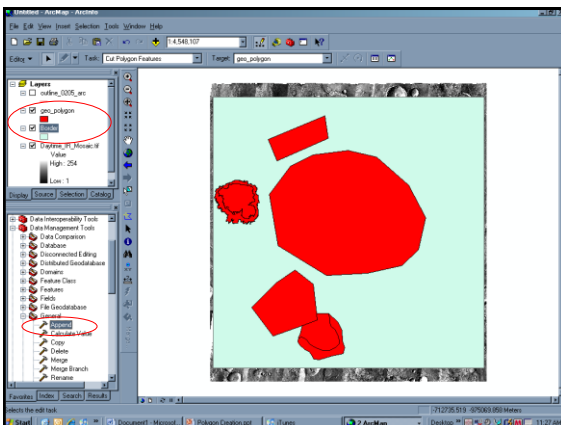


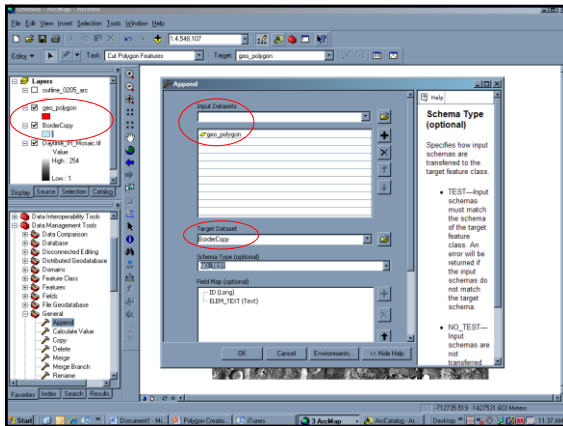
Polygon Editing

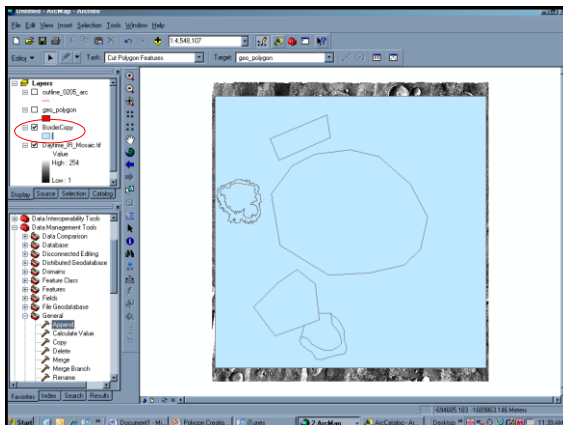
- Editing existing polygons layers
 - Append Multiple Layers

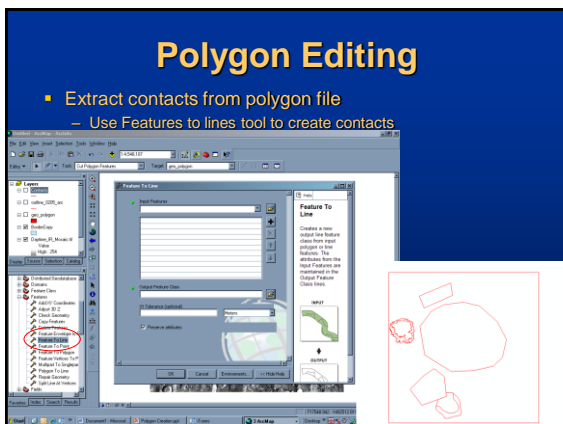
- Demonstration

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Polygon Editing

- Extract contacts from polygon file
 - Use Features to lines tool to create contacts

Checklist for GIS Map Finalization

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Checklist for Map Finalization

- GIS vector features
 - Contacts/Linear Features (lines)
 - Contacts should be snapped to other contacts
 - Contacts should match polygon edges
 - Lines should be smoothed so they're appearance is not angular
 - Attributes defined in the table and displayed with unique symbology
 - Symbology closely follow the FGDC Cartographic Standards
 - Geologic Units (polygons)
 - Must not contain silver polygons
 - Polygons must not overlap
 - Polygons colorized by unit type
 - Must have labels or annotation
 - Table should contain at least the unit symbol and unit name
 - Point Features (points)
 - Uniquely attributed and symbolized
 - Labeled if necessary
 - Sized so they can be seen at the printable map scale

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Checklist for Map Finalization

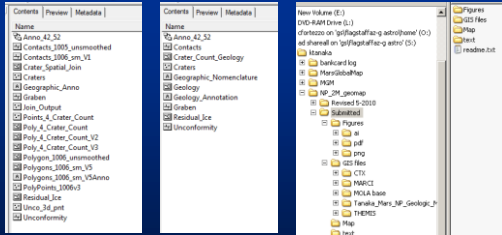
- GIS Raster Data
 - For submission:
 - Include the USGS base map
 - Include the MOLA DEM and shaded relief
 - All high-resolution datasets used while mapping should be excluded, down sampled, or included as figures, footprint files, supplemental data
- Submission Package
 - Include all pertinent GIS vector files with clear and logical naming conventions (Geology, Contacts, Linear Features, etc.)
 - Don't include names like:
 - 'geology_polygons_edit_ver_2_12122009_what_is_this'
 - Include USGS base map and MOLA data
 - PDF, exported from Arc at full scale
- METADATA
 - Try it, you may like it

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Example of Geodatabase and Submission

Working Submitted File Structure



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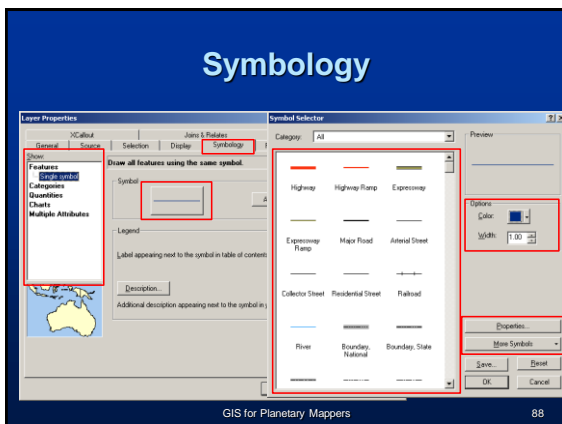
Symbology

- Representing different attributes with unique symbols in ArcMap
 - Double click on the name of the feature in the Table of Contents
 - <OR>
 - Right click on the name of the feature in the Table of Contents, and select Properties
- Choose the Symbology tab

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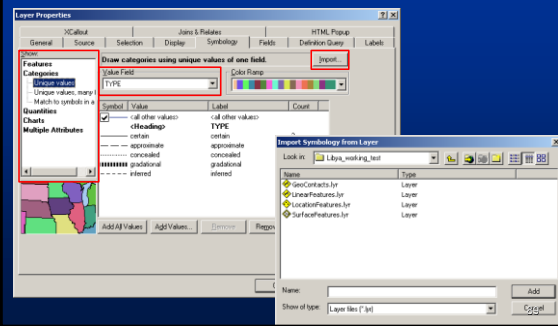
Symbology



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Symbology



Questions?
